



Complete Guide to Vampires

Cut Material

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1. Cut Flavor Text

Not a lot of flavor text got cut, just these two sections.

Lisa

The black dragon loomed up out of the marsh foliage without making a sound. With her enhanced senses Lisa noticed. She heard the slight rustle and could make out the black outline against the black nighttime sky. She loved her vampiric senses. She turned to shout a warning to her companions but found she could not. She had not breathed in days, weeks, and her lungs were almost empty. There was nothing to make the sound with. She gulped at the air trying to remember how to draw it into her lungs. The dragon opened its mouth and acid spilled out across the marsh. The bitter smell hit Lisa's nostrils and made her shudder. She slipped under the water and did not move. She would have to get new companions.

Sukko Vampire Part II

I don't know what drove the vampire. Perhaps it was madness or perhaps it was the curse which is unique for each vampire. He wanted me to die slowly and in the freezing cold. He drank half my blood and left me too weak to get up and then began our journey north. It took weeks and each time I felt my strength returning he would look at me, knowingly, and drink my blood. The trip was a blurred agony. The vampire had a sled but carried me on his back. He reminded me that I was meant to feel each bump and jostle.

He called it the north pole where we stopped, but in hindsight, we were a long way from the north pole. He dug into the ice until he struck water and then froze each of my arms and legs in a crude block of ice. He burned the sled and the remainder of our supplies to keep me from freezing to death. It was really quite clever what he did, but in a way only a madman could appreciate. My arms and legs burned like fire inside those blocks of ice but the pain faded as my limbs froze and died.

Just once he got too close and I bit him. The blood was warm and it burned all the way down into my stomach. The vampire laughed and declared that he was going to turn me anyway and leave me here forever in eternal agony. Now he laughed that I had done it to myself. Such cruel joy he found in that. I died and found that last moment of peace I would ever have.

He told me I lay there for three days. It was the first thing I heard when I awoke as a vampire. Then he poured water on me. It was so cold the water froze where it struck. Soon I was in a solid block of ice. I could not move and I would not die. Was it rage or the dark promises I called out in my mind for anyone who would allow me my revenge? I did not die, and earn eternal rest, as any normal vampire should have eventually done. There I lay for ages. Any sense of sanity or morality fled. Finally pain began. An especially warm summer melted the block of ice and showed me a new form of pain and suffering until I could escape and flee further north.

I was a new kind of vampire, I discovered. As novel and exciting as that sounds, I didn't care at all. The knowledge only helped me survive until I could have my revenge. That was all I cared about, vengeance on a vampire living in the south, in the warmth, where I could not get to him. I created minions, new vampires, hoping to send them south to exact my revenge, but they too needed and suffered from the cold. I had only perpetuated the curse. I slew them all.

Now I wait and I journey south during the especially long winters hoping to find him. I have made more minions especially for this task and no longer care if I spread my curse. I have killed many vampires but never the one I want.

2. Cut Classes and Prestige Classes

Table 1-2:

The Aggregate Vampire

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Power Special
1st	+1	+2	+0	+0	Ability, blood drain, racial skills, undead traits, vampire weakness
2nd	+2	+3	+0	+0	Ability, ability score
3rd	+3	+3	+1	+1	Ability
4th	+4	+4	+1	+1	Ability
5th	+5	+4	+1	+1	Ability, ability, create spawn
6th	+6	+5	+2	+2	Ability, ability score
7th	+7	+5	+2	+2	Ability
8th	+8	+6	+2	+2	Ability
9th	+9	+6	+3	+3	Ability
10th	+10	+7	+3	+3	Ability, ability score
11th	+11	+7	+3	+3	Ability
12th	+12	+8	+4	+4	Ability
13th	+13	+8	+4	+4	Ability
14th	+14	+9	+4	+4	Ability, ability score
15th	+15	+9	+5	+5	Ability
16th	+16	+10	+5	+5	Ability
17th	+17	+10	+5	+5	Ability
18th	+18	+11	+6	+6	Ability, ability score
19th	+19	+11	+6	+6	Ability
20th	+20	+12	+6	+6	Ability, ability

Aggregate Vampire

Vampires are always different. They have a dozen different names, nosferatu, the living dead, the damned, blood suckers, and creatures of the night. Every story portrays them in a slightly different light. Some are more heroic, others are dark and sinister. Some suffer. Others more enjoy their undead existence. The differences do not stop there. Perhaps the most notable difference is the marked differences in the powers of vampires, leading the differing opinions on how to slay vampires. Some vampires can turn to mist, others can not. Some vampires are incredibly strong while others can move faster than sight.

The aggregate vampire is a balanced race allows players to play a vampire from first level and up and tailor its powers to their taste.

Adventures: The aggregate vampire grows stronger by adventuring, and this helps ensure he survive in the long run despite the risk to himself in the short run. At lower levels the aggregate vampire has more weaknesses than powers and need be more careful until his strengths outweigh his weaknesses or he can overcome them.

Characteristics: The aggregate vampire is an excellent warrior. With the option of damage reduction, fast healing and other powers, these vampires can stand toe to toe with fighters and they can also disappear into the shadows if need be.

Alignment: An aggregate vampire plans for his undead and as a result. They begin play with the alignment they have before becoming a vampire. They may be tempted by evil in the future, especially as they gain more vampiric powers. It is a struggle that should always be there for those who wish to be a member of the damned.

Religion: Aggregate vampires can actively worship any church that accepts vampires, although most of these are evil. Some aggregate vampires worship in private, by themselves. A good vampire must show incredible devotion to a church to win the acceptance of its deity.

Background: Most aggregate vampires knew about vampirism before becoming a vampire and decided to become vampires themselves by seeking out a vampire. Often they have been a vampire since a relatively young age (usually early adulthood). Most aggregate vampires begin this race at first level. If there are no vampires in an area, an adventure might gain several levels in a race or class before discovering and becoming a vampire.

Other Classes: Paladins and good characters will naturally watch the vampire carefully. Although he may be good, the vampire must be wary of being incidentally (deliberately) destroyed by the good cleric's turn undead attempts. Barbarians, fighters and rogues most appreciate the abilities of the aggregate vampire. Druids have a hard time accepting a vampire even if they are good aligned.

Role: The aggregate vampire is a warrior who fights to earn his place in the world. A good vampire will have to prove himself time and again that he is good. An evil vampire need only survive vampire hunters and other zealots for the cause of good.

Game Rule Information

Vampires have the following game statistics.

Abilities: Strength is the most important ability for a vampire. It improves his ability to grapple (to blood drain), damage in combat and chance to hit. Dexterity is also important to improve his armor class. A higher Charisma can help him overcome some of the fear and mistrust and improves the DC of his vampiric abilities.

Alignment: Any.

Hit Die: d12

Race Skills

The vampire's race skills (and the key ability modifier for each skill) are Climb (Str), Craft (Int), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Ride (Dex), Survival and Swim (Str). See Chapter 4: Skills in the *Player's Handbook*, for skill descriptions.

Skill Points at 1st Level: (4+Int modifier) x4

Skill Points at Each Additional Level: 4 + Int modifier.

Race Features

All of the following are race features of the aggregate vampire.

Ability: At each level, the aggregate vampire gains a new vampiric ability from the list below. At 5th and 20th level he gains two abilities instead. At the GM's discretion the vampire may select abilities from vampires not covered in this manual.

Ability DC/Caster Level: The saves of all the aggregate vampire's abilities are 10 + 1/2 vampire's HD + vampire's Cha modifier unless noted otherwise. The caster level for a vampire's abilities are his race level, plus any levels in any spellcasting classes that include the spell on their spell lists.

Blood Drain (Ex): At 1st level, the aggregate vampire selects one type of blood drain. An aggregate vampire can spend a feat, once for each five levels they have, to gain an additional type of blood drain.

Racial Skills: Aggregate vampires have a racial bonus to Bluff, Hide, Listen, Move Silently, Sense Motive and Spot equal to half of their race level (rounded down).

Undead Traits: A vampire is undead and benefits from the undead type. For a complete description of the undead type see Undead Type in Chapter 7: Glossary in the *Monstrous Manual*. The vampire description here supercedes the undead traits (the base attack bonus, saves and other abilities may be different than the standard undead). If the vampire is going to focus on abilities from a vampire with a type other than undead, the GM may allow him to choose a different set of traits, such as plant.

Vampire Weaknesses (Ex): At 1st level the aggregate vampire must select a set of vampiric weaknesses from the vampire that most closely resembles the powers he is going to take. At the GM's discretion, the aggregate vampire may select 3 weaknesses that repel and 3 weaknesses that slay from different vampires.

Ability Score (Ex): Starting at 2nd level, and ever 4 levels thereafter, the aggregate vampire improves one of his ability scores by 1. This functions the same as, and in addition to, the increase to ability scores gained every four levels.

Abilities List

Alternate Form (Ability)

Requirement: 7th level

Description (Su): The aggregate vampire can assume the shape of a bat, dire bat, wolf or dire wolf as a standard action. This ability is similar to a *polymorph self* spell, except that the aggregate vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in his alternate form, the aggregate vampire loses his natural slam attack and dominate ability, if he has them, but he gains the natural weapons and extraordinary special attacks of his new form. He can remain in the form until he assumes another or until the next sunrise. (If the base creature is not terrestrial, this power might allow other forms.)

Children of the Night (Ability)

Requirement: Cha 16, 5th level, Knowledge (nature) 4 ranks, Spellcraft 4 ranks

Description (Ex): The aggregate vampire gains the ability to call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, the power might summon other creatures of similar power.) These creatures arrive in 2d5 rounds and serve the aggregate vampire for up to 1 hour.

Damage Reduction (Ability)

Requirement: 4th level

Description (Ex): The aggregate vampire gains damage reduction 5/silver. The aggregate vampire's natural attacks are treated as weapons of the type for which he has damage reduction, for the purposes of overcoming damage reduction.

Special: He can increase this by +1, or gain another type (magic, adamantine, and so forth), by taking this ability again.

Dominate (Ability)

Requirement: 4th level

Description (Su): The aggregate vampire can crush his opponent's will just by looking into his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at him are not affected. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence as though by a *dominate person* spell. This ability has a range of 30 feet.

Energy Drain (Ability)

Requirement: Slam attack

Description (Su): Living creatures hit by the aggregate vampire's slam attack (or any other natural weapon the vampire might possess) gain one negative levels. For each negative level bestowed, the aggregate vampire gains 5 temporary hit points. An aggregate vampire can use its energy drain ability once per round. If the vampire has 8 levels in aggregate vampire, he drains two levels instead.

Fast Healing (Ability)

Prerequisite: 4th level

Description (Ex): The aggregate vampire heals 1 hit points of damage each round so long as he has at least 1 hit point. Every 2 levels after taking this ability, increase the fast healing by +1 to a maximum of 5.

Feat (Ability)

Requirement: As per feat taken.

Description (Ex): The aggregate vampire can take the following feats as vampiric abilities if he meets the requirements; Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes

Gaseous Form (Ability)

Requirement: Fast Healing

Description (Su): If reduced to 0 hit points in combat, the aggregate vampire automatically assumes gaseous form and attempts to escape. He must reach his coffin home within 2 hours or be utterly destroyed. He has a fly speed of 20 with perfect maneuverability. (He can travel up to nine miles in 2 hours.) Any additionally damage dealt to a vampire forced into gaseous form has no effect. Once at rest in his coffin, a vampire is helpless. He regains 1 hit point after 1 hour, then is no longer helpless and resumes fast healing normally.

Special: If he has 4 or more levels in aggregate vampire and at least 4 ranks in Spellcraft and Concentration, as a standard

action, the vampire can assume gaseous form at will (he can do so whenever he wants, not just when forced to). He may remain in this form indefinitely.

Normal: Vampires without the Gaseous Form ability (or similar abilities) are destroyed when they reach 0 hit points.

Natural AC (Ability)

Description (Ex): The aggregate vampire gains a bonus to his natural armor class equal to half his class level in aggregate vampire, rounded down.

Resistance (Ability)

Description (Ex): The vampire gains resistance 5 to one energy type or increases his previous resistance by +5.

Slam Attack (Ability)

Requirement: Base attack bonus +2

Description (Ex): The aggregate vampire gains a slam attack. This is an unarmed attack that deals damage according to the following table based on the creature's size.

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Spellcasting (Ability)

Requirement: If a new spell level is gained, Int, Wis or Cha, high enough to learn and cast spells of that level.

Description (Sp) The vampire gains new spells per day as if he also gained a level in a spellcasting class he belonged to before adding the prestige class or a new spellcasting class. He does not, however, gain any other benefit a character of that class would have gained (improved chance or controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class and so on), except for an increased effective level of spellcasting. If a character has more than one spellcasting class, he must decide to which class he adds the new level for purposes of determining spells per day.

Special: This ability can be taken a maximum of once per level and can not be taken if the vampire is already gaining a level in a spellcasting class by other means.

Spider Climb (Ability)

Requirement: 2nd level, Spellcraft 3 ranks

Description (Su): The aggregate vampire gains the ability to climb sheer surface as though with a *spider climb* spell.

Turn Resistance (Ability)

Requirement: Cha 14

Description (Ex): The aggregate vampire has +2 turn resistance.

Special: This increases to +4 if he has 7 or more levels in aggregate vampire and Cha 18.

Vampiric Skills (Ability)

Description (Ex): The aggregate vampire adds half his level, rounded down, as a racial bonus to the following skills: Bluff, Hide, Listen, Move Silently, Sense Motive and Spot.

Other Abilities

The aggregate vampire and vampire theurgist can take abilities from any vampire. To be able to take the ability, he must the same level that the other vampire gets the ability. After 8th level, as a result, they can take virtually any ability. If there are ability improves, he can take it as the lesser form, and when he reaches the level where it improves, he gains the improved ability without taking another ability (such as fast healing, damage reduction and turn resistance).

Table 2-1: The Anti-hero Vampire

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Antithesis, code of conduct
2nd	+2	+3	+0	+0	
3rd	+3	+3	+1	+1	Disruption
4th	+4	+4	+1	+1	
5th	+5	+4	+1	+1	Feel the weight
6th	+6	+5	+2	+2	

7th	+7	+5	+2	+2	Greater disruption
8th	+8	+6	+2	+2	
9th	+9	+6	+3	+3	Great step
10th	+10	+7	+3	+3	Open death's door

Anti-hero Vampire

"Oh look, a cleric, a wizard and a fighter. This is going to be fun."

Anti-hero vampires specialize in defeating adventuring parties. They target the most abused abilities and strategies of heroes and use them against those heroes. Anti-hero vampires never work alone and prefer to surround themselves with the toughest, most skilled individuals they can afford. They do not tolerate bumbling minions but they do not kill their allies. Dungeons prepared by an anti-hero use resetting traps, respawning monsters and a general intelligence because they are always coordinated by an intelligent individual overseeing the operation on an continuous basis.

The belief is that failure to act intelligently, or at least logically is the downfall of most villains. The anti-hero either immediately kills a capture hero, or simply sets him free unharmed. If the anti-hero is defeated, he accepts defeat with good grace, does not threaten the heroes while fleeing but escapes if he can.

Hit Die: d12

Requirements

To qualify for anti-hero vampire a character must fulfill all of the following criteria.

Ability Scores: Int 16, Wis 14

Base Attack Bonus +5

Alignment: Any non-good

Special: 1 or more levels in a vampiric race.

Class Skills

The anti-hero vampire's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (all skills taken individually) (Int), Ride (Dex), Swim (Str) and Survival (Wis). See Chapter 4: Skills in the *player's handbook* for skill descriptions.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All the following are class features of the anti-hero vampire.

Code of Conduct: The anti-hero vampire may not employ any minions, servants or allies who demonstrates gross incompetence but he may not kill them in front of his allies. Anyone who trips on their own, does not notice they have wandered into a lake, can not tie their shoes, catch a ball or similar activities must be fired immediately and sent away. He must employ the best and most skill minions he can afford. He must respect both his enemies and allies, never conduct undo torture or leave a hero in a death trap (he must free the hero or kill him immediately and ensure that he is dead). He may not kill his allies, especially the most skilled ones who serve as generals, to make an example to his troops.

If the anti-hero can not defeat his decided upon targets within a reasonable number of attempts or time, he must either take his own life, or apologize to the targets (or acknowledge defeat) and leave to find new targets.

An anti-hero who fails to observe these tenants is probably dead, or worse, the laughing stock of the adventuring community.

Antithesis (Ex): At each level the Anti-hero vampire can choose a class which he is more effective against. The DC of the anti-hero vampire's abilities are 10 + 1/2 the vampire's character level + Cha modifier. All of the anti-hero vampire's abilities have a 60 foot radius area of effect.

Anti-Barbarian (Ex): As a standard action, the vampire can end a rage unless the target succeeds at a Will save.

Anti-Bard (Ex): As a standard action, and as long as he concentrates, the vampire can distort music, causing a penalty to perform checks equal to the vampire's character level, unless the performer succeeds at a Fort save.

Anti-Caster (Ex): As a prepared action he can use at will, the anti-hero vampire can counter a spell as if using *dispel magic*. Each time he is successful he takes ability score damage (of his choice) equal to the level of the spell countered.

Anti-Cleric (Ex): The anti-hero vampire automatically prevents 1d4 points of healing per prestige class level. Healing above this result functions normally.

Anti-Druid (Ex): Animals with fewer hit dice then the vampire can not willingly approach the vampire unless they succeed at a Will saving throw. If the animal succeeds this ability does not affect them for 24 hours. If he fails he can not try again for 1 minute.

Anti-Monk (Ex): If the anti-hero vampire has the energy drain ability, he can energy drain persons who strike him with unarmed unless they succeed at a Fortitude save. (Energy drain can only be used once per round.)

Anti-Paladin (Ex): The anti-hero vampire gains an aura of evil which counters the effects aura of good, aura of courage, divine grace, or smite evil (only one) if the paladin has fewer levels then the vampire. As a free action, once per round, the anti-hero vampire can change what class ability the aura counters.

Anti-Ranger (Ex): The anti-hero vampire is not subject to the favored enemy class ability unless the ranger is higher level then the vampire.

Anti-Rogue (Ex): The anti-hero vampire can not be flanked and is never flat footed, unless the rogue is 4 levels higher. (This is only effective on rogues who can sneak attack undead).

Anti-Spellcaster (Ex): At a standard action, the anti-hero vampire can make a touch attack against a spellcaster and cause them to loose their highest level spell slot, or random prepared spell, unless they succeed at a Will save. The anti-hero vampire gains 1 hit point per spell level of this slot. This ability is usable once per day per 5 character levels.

Counter Ability (Ex): At the GM's discretion, the anti-hero vampire may develop an aura or ability to counter one ability of a class, prestige class or race.

Disruption (Su): At 3rd level and higher, the anti-hero vampire projects an anti-magic aura in a 60 foot radius around him that disrupts magical items by forcing magical conduits between them. Anyone in possession of a number of magical items greater than his level can not activate any of his magical items (this includes wands, scrolls and such abilities as flaming, shocking and bursting). Continuous, and previously activated, abilities are unaffected. Magic items stored in extradimensional spaces, or other locations, that move with the caster, count.

Feel the Weight (Su): At 5th level and higher, as a standard action usable at will, the anti-hero can negate the special properties of all storage devices within 30 feet. Anyone can make a Will save (DC 10 + 1/2 the vampire's character level + Cha modifier) otherwise they are now subject to the full weight of everything they are carrying. (Bags of holding, Heward's handy haversack, gloves of store and similar items continue to store the items but the possessor bears the full weight of the contents.)

Greater Disruption (Su): At 7th level and higher, anyone affected by disruption, takes an amount of divine damage each round equal to the number magic items he has on his possession minus his level.

Great Step (Ex): At 9th level and higher, the anti-hero vampire can make a 15 foot step whenever he could take a 5 foot step. Like a 5 foot step, the 15 foot step does not provoke attacks of opportunity.

Open death's door (Su): At 10th level and higher, anyone with negative hit points within 60 feet of the anti-hero vampire, loses 2 hit points per round instead of one until they stabilize or die.

Table 2-2: The Arch-Vampire

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Bonus Blood
2nd	+2	+3	+0	+0	Improved unarmed combat, claws
3rd	+3	+3	+1	+1	Fast movement +10
4th	+4	+4	+1	+1	Greater blood drain
5th	+5	+4	+1	+1	Fast movement +20, negate vulnerability
6th	+6	+5	+2	+2	Speed of darkness
7th	+7	+5	+2	+2	Undead strike
8th	+8	+6	+2	+2	Dominate undead
9th	+9	+6	+3	+3	Master of undead
10th	+10	+7	+3	+3	Fast movement +30, greater abilities, negate vulnerability

3. Cut Feats

Drain the Soul and Energy Twist are very powerful feats. You might wish to think twice before using them. Good is optional and that makes for a weak feat, which is why it was cut. Monstrous Hit Die opened up a whole keg of worms but for those frustrated with 9 levels without hit points or hit dice, this might bring some solace.

Drain the Soul [Vampire]

You can gain an ability from one of your victims

Prerequisite: Ability to energy drain, Con 15, base attack bonus +10

Benefit: As a full round action you permanently steal an ability from a creature you have just slain which had fewer hit dice than you. You can do this once each time you take this feat.

This may be an extraordinary, supernatural or spellcasting ability (one spell, only). If you steal an energy attack, unless you prevent the damage or are immune to it, you are also damaged when you use this attack. If it is continuous (similar to *fire shield*) you are injured by it each round. The creature you have stolen this ability from loses that ability if it is raised from the dead or becomes undead and it always has a vague sense of your location. If it succeeds in slaying you, the benefit of this feat is lost unless you take back the ability from the same creature.

Some abilities are physically impossible unless you have the right size, limbs or anatomy. Others may not be as effective. A medium-sized creature's "swallow whole" ability is only terrifying to pixies. Spells you steal can be used once per day.

Special: You may take this feat multiple times. Each time you can gain one ability from a slain creature.

"Ha! I could rain lightning from my finger tips, blast entire companies of troops with my breath and fly like the wind. It was odd that I met my ultimate end at the hands of a mummified shocker lizard, a dracolich and the spirit of an air elemental."

Energy Twist [Vampire]

You loose your vulnerabilities for a short time.

Prerequisite: None

Benefit: This vampire can change how negative and positive energies affect him for a short time. Once per day, for up to 1 round/level he loses all his vampiric vulnerabilities, and can not be turned as an undead. He becomes neutral. Positive and negative energies, healing magic such as *cure light wounds* or *inflict light wounds*, neither heal nor harm him.

Special: You can take this feat multiple times. Each time you can use it one additional time per day.

Good [Vampire]

You have a good alignment.

Prerequisite: None

Benefit: You have a good alignment (or neutral if you wish). You gain a +4 bonus to saving throws made to resist spells and abilities that force you to perform evil acts.

Special: Vampires do not need to take this feat to be good. See Evil and Resisting Evil under Creating a Vampire PC in Chapter 1: Races.

Monstrous Hit Dice

You gain one hit dice to make up for one you did not get

Prerequisite: One level spent on a template or race which did not provide you with any hit dice, attack bonus, save bonuses and skill points.

Benefit: You gain all the benefits for taking 1 level in your type (which is defined by your race). You gain 1 hit die, attack bonus, saving throw bonus and skill points appropriate for your type (see Table X-x: Monstrous Hit Die below).

Special: You can never have more hit dice (or other benefits associated with gaining a level) than your total character level. If you take this feat first level to gain your first hit dice, you gain maximum hit points for that hit die.

Table X-x: Monstrous Hit Dice

Type	Hit Die	Attack Bonus	Good Save(s)	Skill Points
Aberration	d8	As cleric	Will	2 + Int Modifier
Animal	d8	As cleric	Fort, Ref	2 + Int Modifier
Construct	d10*	As cleric	None	2 + Int Modifier
Dragon	d12	As fighter	Fort, Ref, Will	6 + Int Modifier
Elemental	d8	As cleric	Fort (earth, water) Ref (air, fire)	2 + Int Modifier
Fey	d6	As wizard	Ref, Will	6 + Int Modifier
Giant	d8	As cleric	Fort	2 + Int Modifier
Humanoid	d8	As cleric	Ref	2 + Int Modifier
Magical Beast	d10	As fighter	Fort, Ref	2 + Int Modifier
Monstrous Humanoid	d8	As fighter	Ref, Will	2 + Int Modifier
Ooze	d10	As cleric	None	2 + Int Modifier
Outsider	d8	As fighter	Fort, Ref, Will	8 + Int Modifier
Plant	d8	As cleric	Fort	2 + Int Modifier
Undead	d12	As wizard	Will	4 + Int Modifier
Vermin	d8	As cleric	Fort	2 + Int Modifier

*Constructs receive additional hit points based on size (see the *Monstrous Manual*).

Vampiric Ability [Vampire]

You gain an ability from the aggregate vampire.

Benefit: You gain one ability from the aggregate vampire ability list.

Special: You must qualify for the ability (see the Aggregate vampire's list of abilities in Chapter 1: Races).

4: Cut Notes for the Game Master

These rules are for creating vampires, something you don't really need to do if you've picked up the book. For those who are interested though, this could save some time. There is also some background material which was cut below it.

Designing a new vampire

This is a guide for designing new vampires based on the original vampire template. It is not an exact set of rules and should only be used by the GM.

Vampires have a total ability score modifier of 16 (Str +6, Dex +4, Int +2 and Cha +4). When you design a new vampire take into consideration how he blood drains. A standard vampire must grapple his opponent so a higher strength is very important for his survival. The best bonus he receives should help him blood drain. Another may help one of his abilities the way Charisma helps a vampire in social circles. The rest of the bonuses should be spread out.

Not all ability modifiers are equal. As a crude system, Strength is worth 2 points, Dexterity, Constitution and Intelligence are worth 1.5 each, and Wisdom and Charisma are worth 1. If you reduce the modifier to Strength by 2, you could reasonably add a modifier to Charisma to +4. If Charisma or Wisdom become more important because they are important for the vampire's spell casting or abilities, then they should be worth more.

All vampires have vampiric weaknesses, blood drain and create spawn (unless they are a short-lived race) and undead traits (or

another type such as plant).

Vampires get 17 abilities which include feats, spells and abilities. 10 of these abilities are minor. They include feats (which are inherently balanced) and abilities such as turn resistance and slam attack. They gain 5 major abilities; Gaseous form, dominate, fast healing, energy drain, and alternative form. When creating a new vampire you should try to keep the same number of minor/major powers, otherwise the vampire could become too powerful.

You could give up 2, or more, minor abilities to give them another major ability. High level spell-like abilities should be considered major abilities, while you may consider allowing them to use low level spell-like abilities, 1st-level and cantrips, multiple times per day.

Vampires have 5 weakness that repel them and 3 weaknesses that slay them. Since a vampire has 17 abilities, he should have one weakness for about every 3 abilities. Half his weaknesses should repel, while the other half should slay.

Spellcasting (“+1 to existing level”) can be substituted for an ability. If the race has spellcasting every other level, its hit dice should drop to d10 to help balance it out. If the race has spellcasting at each level, the hit dice should drop d6, and the good saving throw should switch to Will instead of Fort. Remember that vampires never get bonus hit points because they do not have a Constitution score, so a vampire with d4 hit points would be especially weak. A d6 in this case is reasonable in maintaining them as worthy opponents.

Vampires gain a +8 racial bonus to 6 different skills, all related to enhanced senses. If you change this bonus, remember to be logical. What about the vampire gives him the new bonus? You could consider dropping one of these bonuses and giving him the track by scent ability (described in the *Monstrous Manual*) instead if his sense of smell is especially good.

Races, classes and prestige classes should all be balanced (abilities evenly spread out), or leaning towards top heavy (the best abilities at the higher levels). Players will tend to only take the first few levels of a bottom heavy class, when they can get all the best abilities in the first or first few levels and then go look for another bottom heavy class to take. The other risk is that players will not be willing to take the number of levels required to get the better powers and so will not take the class at all. Finding the balance is difficult but there are many good, bad and balanced classes, prestige classes and races to look at.

When you are done, compare the new vampire to the original. If your vampire is stronger, consider adding racial levels or removing abilities. If it is weaker, consider removing racial levels or giving him additional abilities to balance him out. Create a mythos for the vampire. Why do they exist? Do the powers of your vampire fit the mythos? Is your vampire too silly? Does he lack personality? Keep the vampire interesting.

The standard vampire is quite powerful. It would be difficult to get all of its powers with a class or prestige class but the penalties are severe and help balance the race. Never the less, all of the top abilities, the fast healing, damage reduction and energy drain, were pushed to the final level of the class to encourage players to take all 8 levels. At the lower end, the first damage reduction is not gained until 4th level, when other characters of equal level are likely to have weapons to bypass it.

The powers of the vampire is just the beginning. Count Dracula was not a great villain because he could blood drain or had damage reduction. He had personality, motives and a eerie but polite manor about him. Because you could relate to Count Dracula as a person, he was a much better villain.

Creating a Vampire Monster

If you wish to use the races in this book to create a monster vampire use the following rules, modified from the *Monstrous Manual* to account for the different types of vampires now available.

Size and Type: The creature’s type changes. See the individual races for the new type. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Change all current and future Hit Dice as per the vampire’s new type (d12 for undead, d8 for plants, see the *Monstrous Manual* for type descriptions). Vampires gain no additional hit dice for vampire levels.

Speed: Same as the base creature. If the base creature has a swim speed, the vampire retains the ability to swim and is not vulnerable to immersion in running water (see below).

Attack: A vampire retains all the attacks of the base creature. He may gain other attacks such as a slam attack if it didn’t already have one. If the base creature can use weapons, the vampire retains this ability. A creature with natural weapons retains those natural weapons. A vampire fighting without weapons uses either its slam attack or its primary natural weapon (if it has any). A vampire armed with a weapon uses its slam or a weapon, as it desires.

Full Attack: A vampire fighting without weapons uses either its slam attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a slam or other natural weapon as a natural secondary attack.

Damage: Some vampires have slam attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the vampire’s size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: A vampire retains all the special attacks of the base creature and gains those described in that vampire’s

description. Saves have a DC of 10 + 1/2 vampire's HD + vampire's Cha modifier unless noted otherwise.

Special Qualities: A vampire retains all the special qualities of the base creature and gains those described in that vampire's description.

Abilities: See vampire's description. Undead vampires have no Constitution score.

Skills: See vampire's description.

Feats: See vampire's description.

Environment: Any, usually same as base creature.

Organization: Solitary, pair, gang (3–5), or troupe (1–2 plus 2–5 vampire spawn)

Challenge Rating: Same as the base creature +2 (+1 per 4 race levels).

Treasure: Double standard.

Alignment: Always evil (any).

Advancement: By character class.

Level Adjustment: Same as the base creature +8.

Vampire Weaknesses: See vampire's description.

NPCs, Organizations and Plotlines

The Alliance: The alliance is a criminal organization, sponsored by nobles. On the street, they portray themselves as a simple thieves guild or mob. They perform petty larceny but never enough to get into serious trouble with the law. In the background they manufacture the finest thief's tools and equipment available. It is beneath them to sell anything that is not at least masterwork. Now established, they have the financial strength to terminate their noble backing if need be.

The name of the alliance changes and there is no fixed name, making it difficult to find and often confusing law enforcement into believing there are several such organizations. Normally, and for most of their clients, the Alliance is a perfectly legal operation. However, they produce and sell all manner of vampiric equipment and other contraband such as blood and bodies. That is where they make the most profit.

Any player with at least a +10 bonus to a Craft or Perform skill can find well paying employment with the Alliance making masterwork equipment or being hired out as a performer for nobles' events. As a result of this hiring practice moglet vampire hunters watch the alliance closely believing that moglets run or influence it. At the very least it is true that the alliance deals with vampires often.

The Legend of Daylight: The long held search of the Veldrane hunters is the creation of the epic spell that will create 7 days of daylight. They have been researching this magic for generations, gathering a variety of components and resources. A Veldrane hunter may be assigned a single task towards completing this project and not be expected to conclude the task for many years, possibly passing the responsibility to the Veldrane hunter he trains to replace him.

If the Veldrane hunters could finish this spell, it would devastate undead and vampires alike, all over the world. Although it would not destroy all vampires, it would certainly turn the tide of the battle greatly in the Veldrane hunter's favor. And vampires would always have to worry that it might be done again.

5. Cut Spells and Magic Items

There were not a lot of spells created for the book so giving them a section just wasn't justified. Here they are in full, including a vampire domain to enhance your cleric vampire spellcasters.

Cleric Spells

1st-Level Cleric Spells

Dancing on the Razor Blade: Try to resist your vampiric weaknesses
Blood Flow: Control your own blood.

3rd-Level Cleric Spells

Continual Darkness: Create permanent darkness.
Enhance Performance: Give subject a +10 perform bonus.

7th-Level Cleric Spells

Negate Vulnerability: Negate one vampiric weakness.

9th-Level Cleric Spells

Mortal: Give up your vampire race.
Night: Create night time in the area.

Vampiric Domain

Requirement: Only vampires are granted this domain.

Deities: Erthynul, Gruumsh, Hextor, Nerull, Vecna (Any evil god may grant this domain to a vampiric follower.)

Granted Power (energy drain): A living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain one negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. (A vampire can use its energy drain ability once per round.) If the vampire has 8 racial levels he drains two levels instead.

Vampiric Domain Spells

- 1 Cause fear
- 2 Command undead
- 3 Gaseous Form
- 4 Monster Summoning IV*
- 5 Magic Jar
- 6 Create Undead
- 7 Control Undead
- 8 Create Greater Undead
- 9 Energy Drain

*The vampire may summon any creatures mentioned under his race description if he could summon them with *summon nature's ally IV*.

Sorcerer/Wizard Spells

1st-Level Sorcerer/Wizard Spells

Animate Microscopic Undead: Create tiny undead.
Blood Flow: Control your own blood.
Dancing on the Razor Blade: Try to resist your vampiric weaknesses

2nd-Level Sorcerer/Wizard Spells

Artic Cloak: Keep the subject cold.
Continual Darkness: Create permanent darkness.
Inferno Cloak: Keep the subject warm.
Vampiric Ability: Gain a vampiric ability for a time

3rd-Level Sorcerer/Wizard Spells

Enhance Performance: Give subject a +10 perform bonus.

Vampiric Polymorph: Change form like a vampire.

7th-Level Sorcerer/Wizard Spells

Negate Vulnerability: Negate one vampiric weakness.

9th-Level Sorcerer/Wizard Spells

Mortal: Give up your vampire race.

Night: Create night time in the area.

Spells

The Spells herein are presented in alphabetical order.

Animate Microscopic Undead

Illusion [Darkness]

Level: Sor/Wiz 1, Necrologist 0

Components: V, S, M

Casting Time: 1 standard action

Range: 10 feet

Area: Undead in 10ft. radius

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes

You animate all the dead microscopic animals and plants in the area. They are harmless but serve to break down dead plant and animal material and trap their souls, who died and completely decomposed, in the resulting dirt, or otherwise charge the dirt with necromantic energies. You do not control these undead.

Each 10 foot square patch of these undead are treated as a single hit dice (8 hit points). A single turning attempt by a good-aligned priest, or area affect spells aimed at the ground specifically, can easily destroy these undead. *Bless* and more powerful spells that hallow, release any souls trapped in the dirt. A paladin, or any character with the aura of good class ability, of higher level then the necrologist, who walks over this ground also frees any trapped souls.

Material component: Ash from a cremation scattered over the area.

Artic Cloak

Illusion [Darkness]

Level: Sor/Wiz 2

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Person Touched

Duration: 1 hour/level

Saving Throw: Reflex (Negates)

Spell Resistance: Yes

You shroud the subject in cold. This inflicts damage as per a cold environment. Used on a creature affected by heat, it negates the damage suffered in warm climates and gives them fire resistance: 15.

Focus: A clear crystal.

More flavor text

Blood Flow

Illusion

Level: Sor/Wiz 1, Necrologist 1

Components: V, S, Blood

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You control your own blood. You are immune to the vampire's blood drain ability when it drains fluids. You take 1 less

damage each time you are injured. (Although vampires are already immune, you do not bleed making you immune to weapons with the Wounding ability and you can *delay poison*.)

Continual Darkness

Evocation [Darkness]

Level: Clr 3, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Darkness springs forth from an object that you touch. This darkness counters light spells of equal or lower level. If used on an item enchanted with *continual flame* or *continual light*, it permanently removes that spell instead.

Material Components: You sprinkle obsidian dust (worth 50gp) on the item that is to carry the darkness.

Dancing on the Razor Blade

Abjuration [Darkness]

Level: Clr 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Vampire touched

Duration: 1 round per level

Saving Throw: Will (negates)

Spell Resistance: Yes

The subject can resist the conditions that repel and slay him. He may stand in the sunlight or wade through a river, approach someone wielding garlic or ignore a strongly presented holy symbol. Each round the subject must succeed at a Fortitude saving throw DC 10, + 1 per round after the first. If the subject ever fails the saving throw, the spell ends immediately. The subject may try to resist more than one weakness at a time but must make the same save for each different weakness he is resisting.

For the duration of the spell, the subject's fast healing ability does not heal him. If he does not have fast healing, he must choose another continuous ability which does not work.

Material Component: A curved copper coin.

Enhance Performance

Enchantment

Level: Clr 4, Sor/Wiz 3

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft/2 levels)

Target: One performer

Duration: Concentration, up to 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

You give the target a +10 enhancement bonus to his perform check. You must be able to see the performer and see and hear his performance. The subject will be aware of the change to his performance but this does not impede him in any way.

This spell was created by a moglet vampire and is popular among bards and musicians of all types.

Focus: A masterwork musical instrument of any kind.

"I'll make you sing." – Lisa Beaujour

Inferno Cloak

Abjuration

Level: Sor/Wiz 3

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Reflex Negates

Spell Resistance: Yes

You shroud the subject in flame. This inflicts damage as per a hot environment. Used on a creature affected by cold, it negates the damage suffered in warm climates and gives them cold resistance: 15.

Focus: A volcanic rock.

Negate Vulnerability

Abjuration

Level: Clr 7, Sor/Wiz 7

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: 1 vampire

Duration: 1 hour/level

Saving Throw: None (harmless)

Spell Resistance: No

You negate one vampiric vulnerability for the duration of the spell. If the subject exposes himself to his vulnerability, he will find it irritating but not damaging or fatal. Vulnerabilities include exposure to sunlight, running water, warm or cold climates or the extra damage from having a subtype.

Material Components: The exact component varies depending on the vulnerability but includes at least 250gp worth of materials such as black velvet, sand from a desert, an ice cube, a bit of fur or a dragon scale.

Mortal

Transmutation [Good]

Level: Clr 9, Sor/Wiz 9

Components: V, S, M, XP

Casting Time: 1 minute

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Willing only

Spell Resistance: No

You transform the subject back into a mortal. The subject loses all and any vampiric race levels he might have had and all abilities, including bonus feats, racial skill bonuses and bonus ability scores, except the vampiric aging bonus which he retains. The subject must then make a Fortitude saving throw DC 10 or die (but he can be raised from the dead normally if he does). The subject becomes the age he was when he was first transformed into a vampire +10 years for each 100 years he spent as a vampire.

He can no longer gain vampiric aging bonuses and can not use any vampiric feats he still has that he gained with class levels or other race levels. He loses all class abilities from any classes or prestige classes he has that require him to be a vampire.

XP: 5000xp. In some rare cases, a deity will waive the xp cost for a cleric if she feels the subject is worthy.

Night

Illusion [Darkness]

Level: Clr 9, Sor/Wiz 9

Components: V, S, F

Casting Time: 1 standard action

Range: 0

Area: 1 mile radius/level

Duration: 1 minute/level

Saving Throw: None (harmless)

Spell Resistance: No

You create night in the area as if the sun had gone down (the stars are in the correct position and the moon appears if it should). If you choose to, this wards off all natural light and all sunlight in the area, negates all light spells of 4th level or lower and dims all light spells of 8th level or lower (undead and creatures affected by sunlight are not treated as undead or as having vulnerability to sunlight). For example, *sunburst* cast in the area would only blind and inflict 6d6 points of damage to undead and creatures affected by sunlight. Vampires would not be completely destroyed if they fail their save.

As a free action you can allow, or disallow, light sources. You can create *darkness*, as the spell, anywhere in the area once per round as a free action.

Focus: A stone from underground that has never seen sunlight.

Vampiric Ability

Transmutation

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You gain one ability from the aggregate vampire in Chapter 1: races. You must qualify for the ability; you must be a vampire, of the right level and meet any other requirements. If this ability has a limited number of uses per day, you can use it that many times each time you cast this spell. You may have to provide components or other conditions to make an ability work.

Material Component: A 100gp jewel encrusted bone from a vampire.

Vampiric Polymorph

Transmutation

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: 0

Area: You

Duration: 1 hour/level

Saving Throw: None (harmless)

Spell Resistance: No

As *polymorph self* but you must choose a single vampire type. You can only change into creatures that vampire can change into with his alternate form ability. You may change freely between the different forms available to the chosen vampire (but not forms from other vampires). For example, if you choose standard vampire, you could change into a bat, dire bat, wolf or dire wolf.

If vampires are able to change into different forms because their alternative forms do not exist in the campaign setting or world, then you must use those forms instead as well.

New Magic Items

Heart Stone: Not actually made from a heart, these ancient gems once contained the soul of a defeated vampire. Now they grant the possessor a single vampiric ability but also a vampiric weakness (repelling).

Moderate necromancy; CL 10th; Craft Wondrous Item, *trap soul*, Price: 50 000gp

Lisa's Pan Flute: For three hundred years Lisa Beaujour walked the earth as a performer and an assassin. She carried this crystal flute for an untold number of centuries and it is well known, a herald of death and splendid performance. Anyone playing the flute gains a +10 enhancement bonus to their related Perform check but each time it is played someone within a mile gets sick, or someone sick dies unless they succeed at a Fortitude saving throw DC 10.

The flute is made of a nearly transparent crystal but has been magically hardened so that it is as strong as steel.

Moderate transmutation; CL 10th; Craft Wondrous Item, *eagle's splendor*, Price: 25000gp

Sword of the Inferno Vampire: This +1, flaming, bastard sword is a favorite among inferno vampires. It is usually crafted from obsidian or diorite and then magically hardened. The sword inflicts 1d6 fire damage upon its wielder once per round as the hilt is flaming too.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *burning hands*, Price: 8500gp

6. Cut Monsters

Moglet Vampire (Destrachan)

	Large Undead (Augmented Aberration)
Hit Dice:	8d12 (48 hp)
Initiative:	+5
Speed:	30 ft. (6 squares)
Armor Class:	25 (-1 size, +4 Dex, +12 natural), touch 13, flat-footed 21
Base Attack/	+6/+15
Grapple:	
Attack:	Claw +10 melee (1d6+5)
Full Attack:	2 claws +10 melee (1d6+5)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Blood drain, create spawn, destructive harmonics

Special Qualities:	Aficionado, bardic music, blindsight 100 ft., broken, damage reduction 10/magic and silver, dispel magic, dream, dominate, eagle's splendor, form of sound, immunities, mass eagle's splendor, musical fast healing 5, performance of a thousand souls, protection from sonics, touch of insanity, undead traits, vampiric weakness
Saves:	Fort +2, Ref +8, Will +10
Abilities:	Str 20, Dex 18, Con -, Int 12, Wis 18, Cha 18
Skills:	Craft (any one) +9, Hide +11, Listen +25, Move Silently +10, Perform (sing) +15, Sense Motive +12, Spot -, Survival +9
Feats:	Dodge, Improved Initiative, Lightning Reflexes, Skill Focus
Environment:	Underground
Organization:	Solitary or pack (3-5)
Challenge	10
Rating:	
Treasure:	Double Standard
Alignment:	Always neutral evil
Advancement:	By character class
Level	+8

Adjustment:

Already evil and crafty sadistic, the moglet destrachan becomes an expert in pain and suffering, often organizing other normal and moglet destrachan into complex plans to create agony. Its senses are enhanced making it more difficult to surprise than its living cousins. Its complex pair of three-part ears can be adjusted to be more or less sensitive to various sounds. It is blind, yet hunts with a sense of hearing more precise than most creatures' sight. (The moglet destrachan can not use the vampiric race bonus to spot or darkvision normally gained as an undead)

From its tubular mouth a moglet destrachan emits carefully focused harmonics. It can make music in the way of song or it can reproduce the sounds of instruments, as quietly as a whisper or with the force to shatter a stone wall. A moglet destrachan can control the sound to choose what type of materials it affects with its attack.

A moglet destrachan is about 10 feet long from its mouth to the tip of the tail and weighs about 4,000 pounds. Its coloration fades slightly when becoming undead. It can speak and understand common.

COMBAT

Moglet destrachan are more willing to enter melee because they are tougher, but are just as likely to continue with their sonic attacks until their opponent is finished off. More conscious of wealth and pain, the moglet destrachan is likely to focus on disrupting flesh first, crippling his foes if possible so he can perform for them, and then on them.

Destructive Harmonics (Su): A moglet destrachan can blast sonic energy in a cone up to 80 feet long. It can also use this attack to affect any creatures or objects within a 30-foot radius. It can tune the harmonics of this destructive power to affect different types of targets. All save DCs are Charisma-based.

Flesh: Disrupting tissue and rending bone, this attack deals 4d6 points of damage to all within the area (Reflex DC 15 half).

Nerves: A moglet destrachan can focus its harmonics to knock out foes rather than slay them. This attack deals 6d6 points of nonlethal damage to all within the area (Reflex DC 15 half).

Material: When using this form of harmonics, a moglet destrachan chooses wood, stone, metal, or glass. All objects made of that material within the area must succeed on a DC 15 Fortitude save or shatter. Objects (or portions of objects) that have up to 30 hit points are potentially affected by this attack.

Blindsight (Ex): A moglet destrachan can use hearing to ascertain all foes within 100 feet as a sighted creature would.

Immunities: Moglet destrachans have immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Protection from Sonics (Ex): While they can be affected by loud noises and sonic spells (such as *ghost sound* or *silence*), moglet destrachans are less vulnerable to sonic attacks (+4 circumstance bonus on all saves) because they can protect their ears. A moglet destrachan whose sense of hearing is impaired is effectively blinded, and all targets are treated as having total concealment.

Skills: A moglet destrachan has a +10 racial bonus on Listen checks.

Vampiric Abilities: For the following abilities, see the Moglet Vampire in Chapter 1: Races: Aficionado, bardic music, blood drain, broken, create spawn, damage reduction 10/magic and silver, dispel magic, dream, eagle's splendor, form of sound, mass eagle's splendor, musical fast healing 5, performance of a thousand souls, touch of insanity, undead traits, vampiric weakness as well as racial skills.

See how it is not-cute but makes heart breaking music now? That is what is wrong with the human world. They can not see the potential. – Lisa Beaujour

Standard Vampire (Rust Monster)

	Medium Undead (Augmented Aberration)
Hit Dice:	5d12 (30 hp)
Initiative:	+5
Speed:	40 ft. (8 squares)
Armor Class:	26 (+5 Dex, +11 natural), touch 15, flat-footed 21
Base Attack/	+3/+6
Grapple:	
Attack:	Antennae touch +6 melee (rust)

Full Attack:	Antennae touch +6 melee (rust) and bite +1 melee (1d3+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Blood drain, create spawn, rust, slam attack
Special Qualities:	Alternative form, children of the night, damage reduction 10/magic and silver, darkvision, dominate, energy drain, fast healing 5, gaseous form, resistances, scent, spider climb, turn resistance +4, undead traits, vampiric weakness
Saves:	Fort +0, Ref +8, Will +6
Abilities:	Str 16, Dex 21, Con -, Int 4, Wis 15, Cha 12
Skills:	Listen +8, Spot +8
Feats:	Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Track
Environment:	Underground
Organization:	Solitary or pair
Challenge Rating:	6*
Treasure:	Double Standard
Alignment:	Always evil
Advancement:	By character class
Level	+8

Adjustment:

Vampiric rust monsters rarely exist for very long but for the duration of their undeath, they are a menace. Upon conversion to a vampire they are filled with an unquenchable hunger for metal and the vampiric senses to find the largest amounts, even at great distances. A vampire rust must takes on a faded yellowish or red appearance. Like rust monsters, vampiric rust monsters are about 5 feet long, 3 feet high and weigh 200 pounds. This weight increases as they consume metal, doubling near death. A stabilized rust monster weighs 300 pounds.

Few vampires are willing to turn a rust monster into a vampire themselves, so they are very rare except when created by vampires who have vampire spawn (who they can force to turn rust monsters into vampires).

COMBAT

The vampiric rust monster can scent a metal object from up to 1000 feet away. When it detects one, it dashes toward the source and attempts to strike it with its antennae. The creature is relentless, chasing characters over long distances if they still possess intact metal objects but usually ceasing its attacks to devour a freshly rusted meal. The creature targets the largest metal object available, striking first at armor, then at shields and smaller items. It prefers ferrous metals (steel or iron) over precious metals (such as gold or silver) but will devour the latter if given the opportunity.

Rust (Ex): A rust monster that makes a successful touch attack with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons, and other magic items made of metal, must succeed on a DC 17 Reflex save or be dissolved. The save DC is Charisma-based and includes a +4 racial bonus.

A metal weapon that deals damage to a rust monster corrodes immediately. Wooden, stone, and other nonmetallic weapons are unaffected.

Vampiric Rust (Ex): Each day that a vampiric rust monster is able to feed on metal it gains a +2 natural armor class bonus, damage reduction +1/-, +5 hit points and loses 1 point of Constitution permanently. Its skin becomes infused with metal, eventually its internal organs as well but this process eventually kills it. Each day that it does not get enough metal, it still loses 1 point of Constitution permanently. At 0 Constitution it turns completely to metal and is dead.

Fed on mercury carefully, a vampiric rust monster does not turn to solid metal advances to 8 HD and gains damage reduction 8/- after 8 days and then 15 HD and damage reduction 15/- after 15 days. At this point its hunger stabilizes and it consumes a normal amount of metal, for a rust monster of its size, and its abilities no longer change. These stabilized vampiric rust monsters are extremely rare and are usually only found serving vampires of considerable wealth and resources.

Vampiric Abilities: For the following abilities, please see the Standard Vampire in Chapter 1: Races: Alternative form, blood drain, children of the night, create spawn, dark vision, damage reduction, dominate, energy drain, fast healing, gaseous form, scent, spider climb, turn resistance, undead traits, vampiric weaknesses.

*The vampiric rust monster has custom abilities not normally associated with becoming a vampire. Dams who create new undead are encouraged to take extenuating circumstances into account when creating new vampires. You may wish to modify or change the results to suit the creature or circumstances. In this example the rust monster is slightly more powerful than a "normal" vampiric rust monster and a +1 CR is added to reflect this.

Veldrane Mold Vampire (Cheetah)

	Medium Plant (Augmented Animal)
Hit Dice:	3d8+18 (31 hp)
Initiative:	+10
Speed:	50 ft. (10 squares)
Armor Class:	17 (+6 Dex, +1 natural), touch 14, flat-footed 11
Base Attack/	+2/+5
Grapple:	
Attack:	Bite +8 melee
Full Attack:	Bite +8 melee (1d6+5) and 2 claws +3 melee (1d2+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Blood drain, create spawn, dominate, fungal infection, spore cloud, trip

Special Qualities:	Animate plants, control plants, dark photosynthesis, energy drain, fast healing 5, form of spores, low-light vision, plant traits, regeneration, scent, sprint, vampire weakness
Saves:	Fort +9, Ref +7, Will +1
Abilities:	Str 20, Dex 23, Con 23, Int 4, Wis 10, Cha 4
Skills:	Bluff +5, Hide +6, Listen +4, Move Silently +6, Spot +4
Feats:	Alertness, Endurance, Improved Initiative, Weapon Finesse
Environment:	Warm plains
Organization:	Solitary
Challenge Rating:	4
Treasure:	Double standard
Alignment:	Always neutral evil
Advancement:	By character class.
Level Adjustment:	+8

Cheetahs are swift feline predators of the plains. A cheetah is 3 to 5 feet long and weighs 110 to 130 pounds.

Veldrane mold vampire cheetah's are vicious killers who revel in their enhanced speed and ability to bring hunt prey. It is almost as if they run as fast as they can to make up for all the plants which can not move. They are more likely to attack fleeing prey than prey that sits still. They will create spawn just to hunt them. Very little can outrun them and they enjoy the hunt immensely. Fortunately Veldrane mold vampire cheetah's are neither clever nor very intelligent. Their chief motivation is running and chasing and this can be used against them fairly easily.

Combat

Cheetahs make sudden sprints to bring down prey. With it's enhanced combat capabilities, the vampiric cheetah quickly dominates it's territory and eventually wipes out most animals in the area.

Trip (Ex): A cheetah that hits with a claw or bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the cheetah.

Sprint (Ex): Once per hour, a cheetah can move ten times its normal speed (500 feet) when it makes a charge.

Vampiric abilities: For the following abilities refer to the Veldrane Mold Vampire race in Chapter 1: Races: Animate plants, blood drain, control plants, create spawn, darkness, dark photosynthesis, dominate, fast healing, form of spores, fungal infection, green thumb, plant traits, scent, spore cloud, regenerate, vampire weakness as well as racial skill bonuses.

Veldrane Mold Vampire (Cockatrice)

	Small Plant (Augmented Magical Beast)
Hit Dice:	5d8+20 (42 hp)
Initiative:	+9
Speed:	20 ft. (4 squares), fly 60 ft. (poor)
Armor Class:	14 (+1 size, +3 Dex), touch 14, flat-footed 11
Base Attack/	+5/+1
Grapple:	
Attack:	Bite +11 melee (1d4 plus petrification)
Full Attack:	Bite +11 melee (1d4 plus petrification)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Blood drain, create spawn, dominate, fungal infection, petrification, spore cloud
Special Qualities:	Animate plants, control plants, darkness, dark photosynthesis, darkvision 60 ft., fast healing 5, form of spores, green thumb, low-light vision, plant traits, regeneration, scent
Saves:	Fort +8, Ref +7, Will +1
Abilities:	Str 10, Dex 21, Con 19, Int 4, Wis 11, Cha 7
Skills:	Bluff +8, Hide +13, Listen +14, Move Silently +13, Sense Motive +8, Spot +6, Survival +8
Feats:	Alertness, Endurance, Dodge, Improved Initiative, Weapon Finesse
Environment:	Temperate plains
Organization:	Solitary
Challenge Rating:	5
Treasure:	Double standard
Alignment:	Always neutral evil
Advancement:	By character class
Level Adjustment:	+8

Veldrane mold vampire cockatrices are mean spirited and cruel. They seek out prey rather than just defending their territory from actual threats. A male Veldrane mold vampire-cockatrice has wattles and a comb, just like a rooster but they are a faded color. Females, much rarer than males, differ only in that they have no wattles or comb. A cockatrice weighs about 25 pounds.

Combat

A cockatrice fiercely attacks anything that it deems a threat to itself or its lair. The Veldrane mold vampire cockatrice are usually serving other vampires. Those in the wild defend their territory from just about everything larger than them. The combination of petrification and vampiric abilities make them formidable foes although occasionally they can not find a place to hide during the day, or simply forget, and are destroyed.

Petrification (Su): Creatures hit by a cockatrice's bite attack must succeed on a DC 12 Fortitude save or instantly turn to stone. The save DC is Constitution-based. Cockatrices have immunity to the petrification ability of other cockatrices, but other petrification attacks affect them normally.

Vampiric abilities: For the following abilities refer to the Veldrane Mold Vampire race in Chapter 1: races: Animate plants, blood drain, control plants, create spawn, darkness, dark photosynthesis, dominate, fast healing, form of spores, fungal infection, green

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